



# *CAMP BLACKHAWK LEADERS' SUPPLEMENT 2008*

## **Owasippe Scout Reservation**

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February, 2007

Dear Scout Leader:

Welcome to Camp Blackhawk! My name is Michael Brus and I am the Camp Blackhawk Camp Director. This summer will be my sixth consecutive working in Camp Blackhawk. I have served as camp commissioner for the past two summers and am very excited to take on the responsibilities of camp director this summer.

The Camp Blackhawk key staff and I are already busy planning for another great summer in Camp Blackhawk. This year we have made a few changes and improvements to the camp program. The program areas now exclusively offer scheduled merit badge times to ensure a high quality of merit badge instruction. For your older Scouts, be sure to check out the Braves of Blackhawk Program. It is an excellent opportunity for older scouts to experience camp in a different perspective. I urge you to review this entire manual to see all of the changes for this summer as well as to everything that Camp Blackhawk has to offer.

As always comments and suggestions are always welcome. If there is anything we can do to improve the camp program or make your Owasippe experience better, please let us know.

I am really excited for the upcoming summer and I am looking forward to seeing you all at camp.

Thank you for choosing Owasippe Scout Reservation and Camp Blackhawk.

Yours in Scouting,

***Michael Brus***

Michael Brus  
Camp Blackhawk Camp Director

# Camp Blackhawk Program Highlights

## Braves of Blackhawk:

### *Purpose:*

There are many legends of the lands, rivers and lakes of this area, but few can compare to that of the legend of Chief Owasippe. The Braves of Blackhawk program strives to model scouts after Chief Owasippe's sons by sending them on a journey to hone their Scout skills that they have already been taught.

### *The Calling:*

Scouts that have spent 3 or more years at camp, have completed most of the Merit Badges offered at Owasippe, or have attained the Star Rank are good candidates for the Brave of Blackhawk program. Although all three of these criteria are not mandatory of candidates, the criteria indicate that the Scout has the skills and responsibility to be prepared to accept the challenge. Scoutmasters will nominate those Scouts that they feel are ready for the challenge at the Leader's Meeting Sunday evening. Not all Scouts need to accept their nomination.

### *The Challenge:*

Requirements will expose Scouts to many areas of Camp Blackhawk (GO!) and the Owasippe Scout Reservation. Scouts will take part in a wide variety of skills making Braves much like a Jack of All Trades. Requirements change annually. Scouts must complete all of the requirements to be awarded the Brave of Blackhawk honor.

### *The Counsel:*

The Brave of Blackhawk program is challenging and time consuming. Those participating are recommended to take a maximum of three (3) Merit Badges the same week as they are participating so to provide enough time for all the Scouts endeavors. The Brave of Blackhawk program is a one week program and requirements do not carry over to other weeks or years.

## Blackhawk Tokens:

A scout is expected to live his life according to the scout oath and law. Scouts who demonstrate that they go above and beyond to uphold and the ideals of the scouting oath and law throughout their week at camp will be awarded 1 Blackhawk Token. There will be a very limited amount of tokens distributed. Scouts who receive a token will be able to exchange their token during the week for a mystery-reward. Rewards will offer an amusing reward for scouts who show they best exemplify the scout oath and law. This will be taking the place of Blackhawk Bucks from last summer. A more detailed description of this program will be given to units upon arrival at camp.



#### Camp-wide Activity:

A great opportunity for your unit to showcase their scouting talents at each of the program areas at Camp Blackhawk. Scouts will begin at aquatics at 7pm on Wednesday. Scouts will be challenged in various aquatics related games. There will be activities for swimmers, beginners, and even non-swimmers. A detailed description of the events for the camp-wide activity will be placed in troop mail boxes no later than Tuesday.

#### Scoutmaster Belly-Flop

Takes place after the scout portion of the camp wide game. Make sure your scoutmaster (or whoever is delegated by the scoutmaster) is ready to go by the designated start time. Participants will be judged on style, redness, presentation, and splash.

#### Pemmican Bar Challenge:

A great opportunity for leaders to showcase their ability to eat food fast. But how fast can you eat a high energy concentrated food bar containing 420 calories, 10g of fiber, and 16g of protein? The rules are simple: Only 1 adult-leader entry per a troop, first leader to finish their bar wins, and no beverage consumption is allowed. Scouts are encouraged to come and cheer on their leader. The challenge takes place Thursday at 7:30pm on the leaders' patio.

#### Cobbler Gobbler:

This is a great opportunity for leaders to show off their cooking skills and to try the creations of other leaders at camp. According to Merriam-Webster dictionary cobbler is defined as: "a deep-dish *fruit dessert* with a thick top crust". Entries that do not fall under the definition of a cobbler are certainly welcomed but will be disqualified when it comes to judging. Cobblers will be judged by staff based on quality, taste, creativity, appearance, and name. The "cobbler gobble" takes place on Tuesday at 8pm on the leaders' patio. Only adult leaders are allowed to sample cobblers

#### Pizza Night:

Looking for a way to reward your scouts for a job well done, a Thursday night treat, or a complement to our camp meals? Then pizza night is for you! We allow the opportunity to purchase pizzas from the local pizza hut. Check your troop mailbox for order forms. All orders must be turned in and paid for by Wednesday dinner. Pizza night does not take the place of dinner; units are still expected to be at dinner unless previously arranged. Pizzas will be delivered around 9pm on Thursday; the dining hall bell will be rung upon the delivery.

# Sunday

Time	Event	Comments
12:00pm	Check-in Begins: Establish Camp Dining Hall Orientation Medical Checks (Note #1) Swim Checks	Check-in at Ad-Center FIRST Proceed to check-in at Blackhawk main entrance
5:00pm	Check-in Ends	
5:40pm	Waiters Report to Dining Hall	Please Send 2 waiters per a table
5:55pm	Flag Lowering	
6:00pm	Dinner	Class-A Uniform Required
7:00pm	Leader's Roundtable Meeting (Note #2) Senior Patrol Leader's Meeting	Meet at Craft Village Meet on Leader's Patio
7:30pm	Camp Tour	Meet at Flagpole
8:45pm	Opening Campfire	Sites 9-20 meet at flagpole Sites 1-8 Meet at entrance to your site
11:00pm	Lights Out	

## Notes:

1. Everyone staying in camp is required to go through a medical recheck. Those who are arriving late must check in at the office where they will receive their medical recheck
2. The Sunday Night Scoutmaster Roundtable is the chance to get any unanswered questions addressed before your week starts. We will cover further equipment needs, High Adventure program information, and a host of other topics to make sure you start the week well prepared.

# Monday

Time	Event	Comments
7:40am	Waiters Report to Dining Hall	
7:55am	Flag Raising	
8:00am	Breakfast	
8:30am	Braves of Blackhawk Meeting	Meet on leaders patio immediately following breakfast
9:00am	Merit Badge Instruction/Adventure Patrol (Note #1)	Adventure Patrol meets under the commissioner tent
9:30am	Youth Protection Training	Meets at Ad-Center Snack Bar
11:30am	Troop Photos begin	
12:00pm	Merit Badge Instruction Ends Waiters Report to Dining Hall	
12:15pm	Lunch Begins	Meet at Flagpole
12:30pm	Troop Photos End	
1:00pm	Shoes-off Time	
2:00pm	Program/Merit Badge Instruction	
4:45pm	Emergency Drill (Note #2)	Report to Dining Hall
5:00pm	Merit Badge Instruction Ends	
5:40pm	Waiters Report to Dining Hall	
5:55pm	Flag Lowering	
6:00pm	Dinner	
7:00pm	Evening Program	
9:00pm	Evening Program Ends	
11:00pm	Lights Out	

Notes:

1. Units should provide at least 1 leader for their scouts in adventure patrol. See the adventure patrol section of this supplement
2. The emergency drill is treated the same way as a real emergency. The drill will continue until everyone staying in camp is accounted for.

# Tuesday

Time	Event	Comments
7:40am	Waiters Report to Dining Hall	
7:55am	Flag Raising	
8:00am	Breakfast	
9:00am	Merit Badge Instruction/Adventure Patrol	Adventure Patrol meets under the commissioner tent
12:00pm	Merit Badge Instruction Ends Waiters Report to Dining Hall	
12:15pm	Lunch Begins	Meet at Flagpole
1:00pm	Shoes-off Time	
2:00pm	Program/Merit Badge Instruction	
5:00pm	Merit Badge Instruction Ends	
5:40pm	Waiters Report to Dining Hall	
5:55pm	Flag Lowering	
6:00pm	Dinner	
6:45pm	Scout Vespers	Vespers meets at the Waterfront (weather permitting)
7:00pm	Evening Program (Note #1)	
8:00pm	Cobbler Gobbler	Meet at Leaders Patio
9:00pm	Evening Program Ends	
10:45pm	Star Hike at Camp Robert Crown (Note #2)	Weather Permitting-may be rescheduled
11:00pm	Lights Out	

**Notes:**

1. Vespers will begin immediately following dinner. Evening program for Tuesday night will NOT begin until vespers is over.
2. The star hike will meet in the Robert Crown field just outside the lodge. For directions see the Nature Director or stop in the office.
3. Must be a dessert cobbler. Cobblers will be judged by staff; see page 5 of this manual for more details



## Wednesday

Time	Event	Comments
7:40am	Waiters Report to Dining Hall	
7:55am	Flag Raising	
8:00am	Breakfast	
9:00am	Merit Badge Instruction/Adventure Patrol	Adventure Patrol meets under the commissioner tent
12:00pm	Merit Badge Instruction Ends Waiters Report to Dining Hall	
12:15pm	Lunch Begins Leader Cookout (Note #1) Merit Badge Check-Up (Note #2)	Leaders Will Be Served Under Commissioner Tent Merit Badge Instructors will be available in craft village
1:00pm	Shoes-off Time	
2:00pm	Program/Merit Badge Instruction	
5:00pm	Merit Badge Instruction Ends	
5:40pm	Waiters Report to Dining Hall	
5:55pm	Flag Lowering	
6:00pm	Dinner Steak Night (Note #3)	Units Encouraged to cook in their sites this meal
7:00pm	Camp-Wide Activity (Note #4)	
9:00pm	Evening Program Ends	
11:00pm	Lights Out	

### Notes:

1. Leaders are needed to help cook/set-up for the leader cookout. Please sign-up in the office. All leaders will be expected to eat at the leaders lunch; their will not be a meal for them in the dining hall.
2. Please check with the merit badge counselors for a progress report on your scouts
3. Leaders are needed to help cook steaks; please sign-up in the office. Please ask for a meal change as early as possible if cooking in site.
4. A list and description of events for the camp wide activities will be put in the unit's mail box in the office mid-way through the week

# Thursday

Time	Event	Comments
7:40am	Waiters Report to Dining Hall	
7:55am	Flag Raising	
8:00am	Breakfast	
9:00am	Merit Badge Instruction/Adventure Patrol	Adventure Patrol meets under the commissioner tent
12:00pm	Merit Badge Instruction Ends Waiters Report to Dining Hall	
12:15pm	Lunch Begins	
1:00pm	Shoes-off Time	
1:30pm	Adventure Patrol Hike (Note #1)	Meet at Flag Pole
2:00pm	Program/Merit Badge Instruction	
5:00pm	Merit Badge Instruction Ends	
5:40pm	Waiters Report to Dining Hall	
5:55pm	Flag Lowering	
6:00pm	Dinner	
7:00pm	Evening Program	
7:30pm	Pemmican Bar Challenge (Note #2)	Leaders Patio
9:00pm	Evening Program Ends Pizza Night (Note #3)	Pick Up in Dining Hall
11:00pm	Lights Out	

## Notes:

1. Each unit must provide at least 1 leader to accompany their scouts on the hike. Be sure that the scouts come prepared with hiking shoes, socks, water, and rain gear (if necessary).
2. Only leaders are allowed to participate. Only 1 leader per a unit may participate. See page 5 of this manual for more details
3. Pizza orders are to be turned in by Wednesday dinner at the latest. See page 5 of this manual for more details.

# Friday

Time	Event	Comments
7:40am	Waiters Report to Dining Hall	
7:55am	Flag Raising	
8:00am	Breakfast	
9:00am	Merit Badge Instruction/Adventure Patrol Troop Settlement Begins (Note #1)	Sign-Up in Office for a Settlement Time
12:00pm	Merit Badge Instruction Ends Waiters Report to Dining Hall	
12:15pm	Lunch Begins	
1:00pm	Shoes-off Time Senior Patrol Leader's Meeting (Note #2)	Meet on Leaders Patio
2:00pm	Program/Merit Badge Instruction	
5:00pm	Merit Badge Instruction Ends	
5:40pm	Waiters Report to Dining Hall	
5:55pm	Flag Lowering	
6:00pm	Dinner	
8:45pm	Closing Campfire (Note #4)	Sites 9-20 meet at flagpole Sites 1-8 Meet at entrance to your site
11:00pm	Lights Out	

## Notes:

1. Sign-up for troop settlement will begin Thursday after breakfast in the office. Units not signed up for a time by Friday morning will be assigned a time.
2. This meeting will be used to finalize the songs, skits for the closing campfire as well as to build the campfires. Assistant patrol leaders are encouraged to also attend this meeting.
3. Signed records for completed and partial merit badges as well as any awards will be given to your unit.

## Saturday

Time	Event	Comments
7:00am	Reveille (Note #1)	A Staff Member will assist you with checkout
7:40am	Waiters Report to Dining Hall	
7:55am	Flag Raising	
8:00am	Breakfast	
9:00am	Check-Out Continues Break Camp	

### Notes

1. Staff may need to move camp equipment from your site to another site to accommodate the next week's units. Your help and cooperation in breaking camp in a timely fashion is greatly appreciated. If a unit wishes to have a staff person begin their checkout earlier than 7:00am please inform your commissioner.

# SEE YOU IN 2009!



## Adventure Patrol Program

The adventure patrol is a program for new Scouts and leaders which focuses on requirements for advancement to the Tenderfoot, Second Class and First Class ranks. It is comprised of 4 morning sessions, held from 9 - 11 a.m. Monday-Thursday. There is also an afternoon swimming merit badge session Monday-Wednesday from 4:30 - 5pm and Thursday 7 - 9pm. In addition, patrols may attend optional topic-specific skill sessions with the adventure patrol coordinator of each program area. All sessions are taught by the Blackhawk staff with the assistance of the adult leaders and older Scouts. **Please plan to provide at least one adult leader to work with your patrol.**

**Adventure Patrol Daily Sessions:** For Scouts working on Tenderfoot, Second and First Class ranks should attend with at least one leader from each participating troop. Topics will include knots and lashing, map & compass, flag raising and lowering, fire building, plant and animal identification, hiking skills, knife sharpening, and first aid. Scout will also begin work on Swimming, Mammal Study, and Leatherwork merit badges. Scouts in adventure patrol should attend the morning skill sessions with the same patrol each day.

**Optional Skill Sessions:** Scouts may attend a topic-specific skill session with any of the Adventure Patrol Coordinators of each program area. These optional sessions are offered Monday-Thursday 11 - 12pm to expand on and enhance the lessons in the morning sessions. If your Scouts are proficient in any of the skills to be covered on a particular day, do not feel obligated to attend that session. Sessions are taught in the related program area for each topic. Shooting Sports will offer open rifle during this time.

**Adventure Patrol Hike:** All Adventure Patrol scouts are strongly encouraged to participate in the Adventure Patrol Hike to put into action all the skills they've learned in the program and complete the 5 mile hike requirement of Second Class. Each participating troop should send one adult leader. The Scouts leaders and staff will depart from the camp Blackhawk flagpole at 4:30pm on Thursday.

Time	Monday	Tuesday	Wednesday	Thursday
9am	Patrol A: Nature Patrol B: Scoutcraft Patrol C: Handicraft	Patrol A: Scoutcraft Patrol B: Handicraft Patrol C: Shooting	Patrol A: Handicraft Patrol B: Shooting Sports	Patrol A: Shooting Sports Patrol B: Nature
11am	Patrol D: Shooting Sports	Sports Patrol D: Nature	Patrol C: Nature Patrol D: Scoutcraft	Patrol C: Scoutcraft Patrol D: Handicraft
11am	Optional Skill Sessions	Optional Skill Sessions	Optional Skill Sessions	Optional Skill Sessions
12:15pm	Lunch	Lunch	Lunch	Lunch
1:30pm				
4pm	All Patrols Swimming M B Instruction/ Instructional Swim	All Patrols Swimming M B Instruction/ Instructional Swim	All Patrols Swimming M B Instruction/ Instructional Swim	Adventure Patrol Hike
5pm				
7pm				All Patrols Swimming M B Instruction/ Instructional Swim
9pm				

\*Several areas have merit badge make-up Thursday night: see area director to schedule a make-up

# Aquatics

## Program Schedule

	9am	10am	11am	12pm	1:45pm
<b>Monday</b>	Sailing M B #1	Sailing M B #2	Sailing M B #2	<b>C L O S E D</b>	<b>Swim Tests</b>
	Lifesaving M.B.				
	Rowing M B		Rowing M B		
<b>Friday</b>		Canoeing M B	Canoeing M B		
	Swimming M B	Swimming M B			
<b>Morning Schedule</b>	Instructional Swim		Instructional Swim		
			Lap Swim		
	BSA Lifeguard				

	2pm	3pm	4pm	5pm
Monday	Sailing M B #2			CLOSED
Thursday		Open Sailing		
	Open Boating			
	Open Swimming			
Afternoon Schedule			Adventure Patrol	

\*Adventure Meets Tuesday evening instead of Thursday Afternoon

\*Open Swimming will also be offered on Thursday 3:45pm - 4:30pm

	2pm	3pm	4pm	5pm	
<b>Friday</b>	Sailing M B #2			<b>C L O S E D</b>	
		Sailing M B Make-Up			
<b>Afternoon Schedule</b>	Aquatics Make-Up, excluding sailing M B				
		Open Swimming			

Time/Day	Monday	Tuesday	Wednesday	Thursday
<b>7pm - 9pm</b>	-Water Polo (participants will be placed on a team)	-Canoe Trip	Camp Wide Activity	-Adventure Patrol Swimming/ Instructional Swim
<b>Evening Schedule</b>	Open Sailing			

\*Please be sure attend your merit badge session at the same time each day

### **Swimming Merit Badge:**

Please make sure that every Scout taking Swimming MB brings a pair of jeans, a long-sleeved button-up shirt, belt, socks, and a pair of lace-up shoes (not sandals) that can get wet. This is for Requirement #4: clothes inflation, of the merit badge. Scouts **must** be classified as a swimmer to work on this merit badge and have 1st and 2nd class water requirements completed.

### **Sailing Merit Badge**

Sailing Merit Badge is treated as an outpost, please sign-up for this merit badge as you would other outposts, making sure to bring your receipt to your session. You **must** be classified as a swimmer to work on this merit badge. Scouts **must** sign up for session “#1” **AND** one of the available session “#2’s”. Session #2 has limits on class size and follows the high adventure outpost sign-up procedure.

### **Swim Tests and Instructional Swim:**

Refer to the QSR Leaders Manual for details. Scouts are encouraged to participate in instructional swim if they do not pass the swimmers test to improve their strokes. Scouts will learn proper technique and build swimming strength through instructional swim. Scouts are encouraged to re-take the swim test once they have worked on their strokes.

### **Sailing on Big Blue Lake**

Scouts who are classified as swimmers may check out the sailboats on Big Blue Lake. Scouts must be approved for sailing on Big Blue Lake by the sailing staff. It is recommended that scouts have earned or are working on earning Sailing MB. Sailing is available during the open sailing hours. Open Sailing is considered an outpost, sign up for open sailing as you would any other outpost, making sure to bring your receipt to your session.

### **BSA Lifeguard:**

A week long program (30 hours) scheduled with the Aquatics Director beginning Monday at 9am. Scouts should have Swimming, Canoeing, Rowing, and Lifesaving Merit Badges. Adult Scouters are also encouraged to take BSA Lifeguard. See page 16 of the Leaders Manual for more details.

### **Mile Swim**

See the aquatics director Monday morning for more information on what is required to participate in the mile swim as well as to schedule a time to do your mile swim. Lap swim is offered to mile swim participants as a way to progressively increase the amount of distance you swim each day, ultimately leading up to a mile. Lap Swim is only offered to those participating in the mile swim.

### **Open Swimming:**

Looking for a way to cool off from the hot summer heat? Come down to down to aquatics for open swim! The non-swimmer, beginner, and swimmers areas will all be available for use so you can practice your strokes, dives, or just enjoy the water.

### **Open Boating:**

Practice your canoeing and rowing skill, or take a boat out to have fun or go fishing. You must have a buddy and you must be a swimmer to participate in open boating.

### **Polar Bear Swim**

Wake up bright and early and jump into the refreshing waters of Big Blue Lake!

Wednesday 6am

### **Lone Troop Swim**

This is a great way for your entire troop to cool off and swim together. A Lone Troop Swim can be scheduled anytime with the approval of the Aquatics Director. Leaders must have their safe swim defense card, lifeguarding, CPR, and first aid.

### **Canoe Trip**

A staff-led canoe trip will be offered on Tuesday night. Canoes are limited so please be sure to sign up on Sunday at the Leaders Meeting. Each unit participating is required to provide one leader who is Safe Swim Defense and Safety Afloat certified.

### **Programs for Adults**

Safe Swim Defense Monday at 1:30pm

Safety Afloat Tuesday at 1:30



# Nature

## Program Schedule

	9am	10am	11am	12pm
<b>Monday</b>	Environmental Science M.B.			<b>C L O S E D</b>
<b>Friday</b>	Soil and Water Conservation M.B.			
<b>Morning Schedule</b>		Weather M.B.		
		Nature M.B.		
			Fish and Wildlife Management M.B.	
			Mammal Study M.B.	
		Forestry M.B.		
		Adventure Patrol		

	2pm	3pm	4pm	5pm
<b>Monday</b>	Environmental Science M.B.			<b>C L O S E D</b>
<b>Friday</b>	Fishing M.B.			
<b>Afternoon Schedule</b>		Nature M.B.		
			Reptile and Amphibian Study M.B.	
		Mammal Study M.B.	Mammal Study M.B.	
			Astronomy M.B.	

Time Day	Monday	Tuesday	Wednesday	Thursday
7pm				
9pm	Introduction to Environmental Scout Awards (Meet in Dining Hall.)	Hike To the Eagle's Nest (meet at flag pole)	Camp-Wide Activity	Ment Badge Make-up (Scouts who missed session for outpost/troop activity)
<b>Evening Schedule</b>			<b>*Area Closed*</b>	

### Environmental Science

All paperwork for environmental science is due by Thursday at 5pm. Scouts are encouraged to complete paperwork requirements before arriving at camp.

### Soil and Water Conservation

Scouts taking soil and water conservation are required to participate in the soil and water conservation project in conjunction with scouts working on the camping conservation project.

#### Soil and Water Conservation Project

Wednesday 9-11am (meet at flag pole)

# Scoutcraft

## Program Schedule

Monday - Friday  Morning Schedule	9am	10am	11am	12pm
		Wilderness Survival M.B.		C
	Camping M.B.		Camping M.B.	L
		Pioneering M.B.		O
	Orienteering M.B.		Cooking M.B.	S
	Adventure Patrol			E
				D

Monday - Friday  Afternoon Schedule	2pm	3pm	4pm	5pm
	Wilderness Survival M.B.		Wilderness Survival M.B.	C
		Camping M.B.		L
			Fire Safety M.B.	O
	Pioneering M.B.	Pioneering M.B.		S
		Hiking M.B.		E
	Cooking M.B.			D
			Orienteering M.B.	

Time/Day	Monday	Tuesday	Wednesday	Thursday
7pm				Ment Badge Make-up
9pm	Totin' Chip & Firem'n Chit Demonstration	Ment Badge Make-Up (By Appointment Only)	- Camp-Wide Activity	Ment Badge Make-up (Scouts who missed session for outpost troop activity)
Evening Schedule			* Area Closed *	

### Medical Monday

Make sure to stop by the scoutcraft area on Monday to complete any and all scoutcraft merit badge requirements that have a first aid requirement. You can show up anytime during the open merit badge time at scoutcraft to complete medical Monday. You must attend medical Monday to complete your first aid requirements for scoutcraft merit badges. *Medical Monday does not replace your normal merit badge instruction for Monday.*

### Totin' Chip & Firem'n Chit Demonstration.

During evening program on Monday night, you can receive a totin' chip and firem'n chit demonstration. This demonstration is designed to show the techniques needed to obtain totin' chip and firem'n chit. However, counselors will not be able to sign off anyone for their totin' chip or firem'n chit. This is the responsibility of a unit leader. Blank totin' chip and firem'n chit cards are available at the camp office.

### Fire Safety

Fire safety merit badge requires a fire department visitation. There will be a fire department visit one night of the week to the Blue Lake Township Fire Department. Leaders must provide transportation to the fire house. See the fire safety merit badge counselor for directions and time of visit. *The exact time and day of the fire department visit is TBA.*

### **Camping**

Scouts in camping merit badge have the opportunity to complete their camping conservation project requirement by participating in the camping conservation project. Scouts will take part in a conservation project that will better the camp.

#### Camping Conservation Project

Wednesday 9-11am (meet at flag pole)

Requirement 9b #6 (repelling) will be offered at rope climbing. Repelling will only be offered to scouts enrolled in camping merit badge.

#### Camping Repelling

Thursday 1pm (meet at climbing tower)

### **Wilderness Survival**

Scouts in wilderness survival merit badge must build a shelter and sleep in under it for a night. Scouts can complete this requirement by participating in the wilderness survival overnighter, where staff will oversee the construction of the shelters and supervise scouts overnight. Scouts are only allowed to bring a sleeping bag and their survival kit. *Please note that the overnighter takes place during the merit badge make-up time of several areas. If make-up time is needed, please schedule an appropriate make-up time with the director of that area.*

#### Wilderness Survival Overnighter

Thursday 7pm (meet at scoutcraft)

### **Pioneering**

Scouts must plan and carry out a pioneering project for this badge. They can complete this requirement with their troop, or they may complete it by participating in the scoutcraft pioneering project.

#### Scoutcraft Pioneering Project

Thursday 2-4pm (meet at scoutcraft)

Thursday 7-9pm (make-up only)

### **Orienteering**

Scouts can participate in an orienteering course made by the scoutcraft staff. Stop by scoutcraft to pick up an instruction sheet containing the coordinates for the course.

#### Orienteering Course

Friday 9-11am

## **Handicraft**

### Program Schedule

Afternoon Schedule				
<b>Monday</b> - <b>Friday</b>  <b>Morning Schedule</b>	9am	10am	11am	12pm
	Leatherwork/Woodcarving M.B. Project Work (Note #1)			C L O S E D
			Leatherwork M.B.	
			Woodcarving M.B.	
	Basketry M.B.			
		Indian Lore M.B.		
Adventure Patrol				

\*NO merit badge project work on Monday

	2pm	3pm	4pm	5pm
<b>Monday</b>	Leatherwork/Woodcarving M.B. Project Work (Note #2)			C L O S E D
<b>Friday</b>	Leatherwork M.B.	Leatherwork M.B.		
	Woodcarving M.B.	Woodcarving M.B.		
			Basketry M.B.	
<b>Afternoon Schedule</b>			Indian Lore M.B.	
			Art M.B.	

#### Notes:

1. Leatherwork M.B. Project Work: Wednesday/Friday  
Woodcarving M.B. Project Work: Tuesday/Thursday
2. Woodcarving M.B. Project Work: Wednesday/Friday  
Leatherwork M.B. Project Work: Tuesday/Thursday

\*Any requirements involving paperwork are encouraged to be completed prior to arriving at camp

Time Day	Monday	Tuesday	Wednesday	Thursday
7pm				
9pm	- Merit Badge Project Work (All Badges)	- Merit Badge Project Work (All Badges)	- Camp-Wide Activity	-Merit Badge Make-up Scouts who missed session for outpost troop activity)
<b>Evening Schedule</b>			*Area Closed*	

### Merit Badge Project Kits

Project kits and materials for merit badges offered at handcraft will be available through the trading post. Please bring enough money to cover the cost of materials for merit badges offered at handcraft. See camp trading post for availability as well as pricing of project kits/materials.



# Shooting Sports

## Program Schedule

	9am	10am	11am	12pm
<b>Monday</b>	Adventure Patrol			C L O S E D
<b>Friday</b>			Open Rifle	
<b>Schedule</b>		Adventure Patrol Rifle		
	Rifle Shooting M.B.			
			Open Archery	
		Adventure Patrol Archery		

\*Last shooters for open rifle/archery taken at 11:45am

\*Friday: Open Rifle/Archery 10am – 12pm

	2pm	3pm	4pm	5pm
<b>Monday</b>		Open Rifle		C L O S E D
<b>Friday</b>	Rifle Shooting M.B.			
<b>Schedule</b>			Shotgun Shooting M.B.	
			Open Archery	
	Archery M.B.	Archery M.B.		

## Evening Program Schedule

Time/Day	Monday	Tuesday	Wednesday	Thursday
7pm - 8pm	-Black Powder Rifle Shooting	-Junk Shoot	-Camp-Wide Activity  *Area Closed*	-Shotgun M.B. Make-up -Archery M.B. Make-up
8pm - 9pm				-Rifle M.B. Make-up -Archery M.B. Make-up

### **Black Powder Rifle Shooting:**

Try shooting a black powder rifle just like they did during the revolutionary war! Please refer to the pricing information below regarding Black Powder Rifle

### **Junk Shoot:**

Do you want to shoot at your favorite stuffed animal that you have been sleeping with all week? Then bring it down to the junk shoot. Bring anything that you want down to the range and you will be able to shoot at it. Sorry you will not be allowed to shoot at anything metal, alive, or anything that can create shrapnel.

### **Prices:**

Shotgun rounds: \$.25  
Black Powder: \$.50 (a shot)  
.22 Caliber: FREE

## **Frequently Asked Questions**

### **When/Where can I get coffee?**

Coffee is available from about 7:15am to 6:30pm inside of the dining hall.

### **What is a merit badge meal?**

Great for Cooking Merit Badge! A merit badge meal is raw food that is available to cook in your campsite. Merit badge meals can be ordered in quantities of 4 portions or more. The meals must be ordered through your commissioner or through the camp office 24 hours in advance. There is no extra cost for the merit badge meals since the number of merit badge meals ordered is deducted from your count in the dining hall.

### **What is a hot-pack? What meals should I order a hot pack for?**

Hot packed meals are cooked meals that are packed separate from the other dining hall food and are intended to be used when unable to eat in the dining hall. Hot Pack meals should be arranged through your commissioner if you have scheduled a 1:15pm horse trail ride or if you are planning to go to Silversides; this ensures that you will be able to eat your meal and arrive on time.

### **Can I purchase ice?**

Ice can be purchased in the camp office.

### **Does Camp Blackhawk accommodate persons with dietary restrictions?**

During medical rechecks at camp, you will be asked if you have any food allergies, vegetarian preferences, religious dietary restrictions, ect. The camp will provide alternative meals for these persons. Sorry, there are no accommodations for those who do not like the menu choices.

### **What if I do not have any merit badge applications?**

Merit badge applications are available in the camp office

### **Where can I get garbage bags and toilet paper?**

Garbage bags and toilet paper, along with paper towels can be obtained at the camp office by a responsible adult leader, free of charge.

### **Can I look up merit badge records from previous summers?**

Yes, you can see what requirements were completed on merit badges taken at camp from previous summer. See your camp commissioner for assistance in merit badge records.

### **What do I do with a scout/leader that is arriving late?**

Hold onto medical records of those who are arriving after 5pm on Sunday. These people must check in at the camp office with their medical record when they arrive at camp.

### **What do I do if a scout in my unit is leaving early?**

The unit leader as well as the person who is taking the child home need to stop in the camp office to fill out the appropriate paperwork before the scout leaves camp property.

**Where do I throw my trash out?**

Trash in securely tied garbage bags can be brought to camp office by camper where they will be escorted to garbage rack by a staff person

# **Camp Blackhawk - Owasippe Scout Reservation**

Scale 1 : 7 040  
1 in. = approx. 195 yds

